In the Claims:

Please amend claim 6. Please add new claims 7-20. The claims are as follows:

1. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

determining spatial coordinates for each screen display object of a plurality of screen display objects;

creating an HTML table having rows and columns, wherein row heights and column widths are determined by the spatial coordinates; and

loading the plurality of screen display objects into the HTML table for display.

2. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

determining spatial coordinates for each screen display object of a plurality of screen display objects;

creating an HTML table having rows and columns, wherein row heights and column widths are determined by the spatial coordinates;

identifying a cell of the HTML table associated with a screen display object of the plurality of screen display objects by finding an intersection of at least one row of the table and at least one column of the table, wherein the at least one row and the at least one column are determined by the spatial coordinates; and

loading the screen display object into the cell.

3. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by elements of the set of x coordinates and row heights are determined by elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

4. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

for each screen display object of a plurality of screen display objects, determining a plurality of Cartesian coordinate pairs that specify a location of the screen display object;

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of

the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by elements of the set of x coordinates and row heights are determined by elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

5. (Original) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

creating an HTML table having rows and columns, wherein column widths are determined by differences between consecutive elements of the set of x coordinates and row heights are determined by differences between consecutive elements of the set of y coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object

and the at least one column is determined by an x coordinate of the screen display object.

6. (Currently amended) A method for including screen display objects in an HTML table, comprising the steps of:

combining a first x coordinate and a second x coordinate for each screen display object of a plurality of screen display objects, to provide a set of x coordinates;

combining a first y coordinate and a second y coordinate for each screen display object of the plurality of screen display objects, to provide a set of y coordinates;

including an x coordinate of an origin in the set of x coordinates;

including a y coordinate of the origin in the set of y coordinates;

determining a number of elements in the set of x coordinates and a number of elements in the set of y coordinates;

creating an HTML table having a number of rows determined by the number of elements in the set of y coordinates and [[a]] having a number of columns determined by the number of elements in the set of x coordinates, wherein for each row of the HTML table a row height is computed from elements of the set of y coordinates and for each column of the HTML table a column width is computed from elements of the set of x coordinates; and

loading a screen display object of the plurality of screen display objects into a cell of the HTML table at an intersection of at least one row of the table and at least one column of the table, wherein the at least one row is determined by a y coordinate of the screen display object and the at least one column is determined by an x coordinate of the screen display object.

7. (New) The method of claim 1, further comprising the steps of: determining an origin of spatial coordinates for each screen display object of the plurality of screen display objects.

8. (New) The method of claim 2, further comprising the steps of: determining an origin of spatial coordinates for each screen display object of the plurality of screen display objects.

9. (New) The method of claim 3, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

10. (New) The method of claim 4, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

11. (New) The method of claim 5, further comprising the steps of:

including an x coordinate of an origin in the set of x coordinates; and

including a y coordinate of the origin in the set of y coordinates.

12. (New) The method of claim 1, wherein said determining spatial coordinates comprises determining a set of x coordinates and a set of y coordinates, and wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of

elements in the set of x coordinates.

13. (New) The method of claim 2, wherein said determining spatial coordinates comprises determining a set of x coordinates and a set of y coordinates, and wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

14. (New) The method of claim 3, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

15. (New) The method of claim 4, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

16. (New) The method of claim 5, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and the number of columns is equal to the number of elements in the set of x coordinates.

17. (New) The method of claim 6, wherein said creating step comprises creating the HTML table such that the number of rows is equal to the number of elements in the set of y coordinates and

the number of columns is equal to the number of elements in the set of x coordinates.

18. (New) The method of claim 6, wherein the origin in the set of x coordinates is at x = 0, and wherein the origin in the set of y coordinates is at y = 0.

19. (New) The method of claim 10, wherein the origin in the set of x coordinates is at x = 0, and wherein the origin in the set of y coordinates is at y = 0.

20. (New) The method of claim 11, wherein the origin in the set of x coordinates is at x = 0, and wherein the origin in the set of y coordinates is at y = 0.